

Goddard Slow-Pitch Softball Association

RULES AND REGULATIONS

I. MODIFCIATIONS TO ASA RULES

Rules for play shall be in accordance with current Amateur Association (ASA) rules except as modified below:

- a. A player removed from the game for a substitute may re-enter the game after at least one full inning and must return on defense. In the event of injury to a player with no eligible substitute available, the provision requiring a one inning wait and return on offense is waived, but the injured player will be considered ineligible for the remainder of the game. If no substitutes are available, the injured player's turn at bat shall result in an automatic out if he is unable to bat or continue after he has reached base.
- b. A team must always have at least 7 legal and eligible roster players in the lineup during the course of the game. A team must always bat the number of players appearing in the official lineup. If a team starts (or plays) a game with fewer than 9 players, an automatic out will be charged for each player fewer than 9 at any time, and the 15 run mercy rule will be in effect at any time and will remain in effect for the remainder of the game for the team that started with fewer than 9 players. During the course of a game, a team may increase the official lineup up to 10 players by adding the players to the end of the current lineup. However, the official lineup may not, for any reason, be reduced during the course of the game. Teams starting with 10 or 11 players must maintain that number throughout the game or be charged with an out each time a missing player's batting position comes up.
- c. All teams may use an 11th player by employing the "Designated Hitter" (DH) option. Each team on a game-to-game basis may use the DH. To use the DH option, a team will bat 11 players in a fixed order and use 10 players on defense in any combinations (i.e., the DH may play any defensive position). The defensive player that has been replaced by the DH is still considered to be a player and will bat in his respective batting position and may re-enter on defense at any time during the course of the game. The DH refers to the specific for, he may return to the game in accordance with the regular re-entry rules as defined in Section 1a above. In the event that the returning DH is only to be initially used on offense, announcement of his return must be made after 6 outs and during the defensive inning prior to his batting. If a team elects to use a DH, that fact shall be made known to the umpire prior to the start of the game.

The DH's name shall be indicated in the official lineup and he must be present at the start of the game.

- d. A regulation tie game will be continued at a later date if the outcome of the game effects the outcome does not effect the league standings. The league scheduler and both team coaches must agree to the scheduling of the continuance of any regulation tie game, regardless of that game's outcome on the league standings. The coaches will be responsible for ensuring a proper continuation (i.e. keeping track of runners on base, batting order, legal substitutes, etc.) If the game is not continued, then the game shall be recorded as a regulation tie game.**
- e. A batter will begin an at-bat with a 1 ball, 1 strike count. After the batter reaches a 2-strike count, the first foul ball is the foul to give, but the second foul ball will be considered a strikeout. A foul ball that does not go higher than the batters head and is caught by the catcher with 2 strikes on the batter and a foul to give shall be considered a foul ball . (i.e. the batter is not out but now has 2 strikes with no fouls to waste) i.e. the next batted ball must be fair. See ASA rule 1 for definition of foul ball and tip.**
- f. Games that are stopped prior to becoming regulation shall be made-up as a complete new game at a later scheduled date.**
- g. 15 Run Mercy Rule: If a team is ahead in the score of a regulation game by fifteen 15 or more runs at the completion of an inning or if the home team scores 15 or more runs at the completion of an inning or if the home team scores the 15th go-ahead run of a regulation game while at bat, then the game shall be called by the umpire and the official score of the game is the score when the game is called. For any team that started with or has been reduced to fewer than 9 players in the team's official lineup, the 15 run mercy rule will be in effect at any time and will remain in effect for the remainder of the game for that team.**
- h. Home Run Rule: The GSPSA Leagues will limit the number of home runs hit over the fence to 5 per team per game. During the game, if another player hits a ball over the fence after the limit is reached, it will be scored as an out. The limit of 5 does not include those home runs that were assisted (touched/helped by a player) over the fence. These hits are not considered home runs, but four-base awards and not counted toward the limit, nor scored as an out if the limit has already been reached.**
- i. Illegal Bat Rule:**
 - a. Any and all titanium bats are illegal.**
 - b. Any bat marked with a Bat Performance Factor (BPF) must have a BPF of 1.2.**

- c. All current bats are grand fathered except as covered by 1 and 2 above.

II. PLAYING CONDITIONS

- a. The first game is scheduled to begin play at 5:30pm. The second game is scheduled to begin play at 6:45pm or no later than 5 minutes after the completion of the first game, whichever is later. A game that starts on time is called an on-time game, and must follow these playing time restrictions:
 - No inning in a first game shall be permitted to start after 6:45pm
 - Play in a first game shall not be permitted after 6:55pm
- b. A scheduled game may be delayed on the day of play only for the following cases:
 1. At least one of the teams does not have the minimum number of players as stated in Rule IBM. in which case a delay of no more than 15 minutes is permitted. If the game is able to begin officially, the game's time limitations are the same as those of an on-time game. If both teams are short of players, then both teams forfeit the game and receive a loss.
 2. An umpire has not shown up, in which case a delay of no more than 15 minutes is permitted. If an umpire does become available before the end of the time limit, then the game's time limitations are the same as those of an on-time game. If at the end of this time limit no umpire is available, the game shall be postponed. In this case, it is the responsibility of the captains of the teams involved to notify the league commissioner of the postponement.
 3. Conditions have rendered the field unplayable in the umpire's opinion, and the umpire has determined that the game may be delayed in order to attempt to put the field in a playable condition. The length of the delay is at the umpire's discretion. If the umpire subsequently determines that play is to be postponed, it is the responsibility of the captains of the teams involved to notify the league commissioner of the postponement. If the umpire subsequently determines that a game shall be played and this is the first game scheduled, then the game's time limitations are as follows:
 - if the game starts between 5:30 pm and 5:45 pm., then the game's time limitations are the same as those of an on-time game.
 - if the game starts after 5:45 pm and no later than 6:15 pm., then no inning shall start after 7:00 pm, and play shall stop at 7:10 pm.

- if the game starts after 6:15 pm., then play shall end at such time as the game becomes regulation or at 7:20 pm., whichever comes first.
- c. The executive committee will consider a written request from a team for postponement of its originally scheduled game. The appropriate league commissioner must receive the request no later than 10 working days prior to the scheduled game, and the reason for the postponement must be work related.
- d. Lineups should be exchanged at least 5 minutes prior to the scheduled start of the game.
- e. The umpire assumes control of a game 5 minutes prior to the scheduled start of the game, and remains in control of the game until the game's termination.
- f. Playing conditions of the fields on each day shall be assessed by 3:30 pm by that day's first game league commissioner, who will decide at that time whether to postpone all scheduled games for that day or to defer to the decision. If the decision is deferred, the responsibility for determining the playability of each field shifts to the umpire assigned to the field, as described in Rule II.2.a.3.
- g. The privilege and responsibility of suspending all play on all the fields rests with the home plate umpire on Field #5.
- h. Unless notified of postponements, players must report to their scheduled fields. Each team captain is responsible for ensuring the presence of his teams players at the field until official notification of postponement is rendered.
- i. All postponed games shall be rescheduled.

III. CONDUCT AND RESPONSIBILITIES

- a. **Team captains are held responsible for the conduct of their players and fans while using the GSPSA facilities. Unsportsmanlike or abusive behavior will not be tolerated by the Game Officials or members of the Executive Committee. Any behavior, which in the judgment of the Game Officials corresponds to that described above, may result in expulsion from the game, game area, or playing facility, or forfeiture of the game. If a player is ejected from a game/field for abusive behavior, that player is automatically suspended for a minimum of 1 game and will be placed on probation for the following 18 weeks of play (Note: this could carry over into the following season.) If the player requests a hearing before the Executive Committee, the suspension/probation will be postponed until after the hearing. The Executive Committee will make the decision to suspend based on this hearing. At the discretion of the Executive Committee, the suspension may be increased beyond the 1 game minimum. If during the probationary period, the player is again ejected for abusive behavior, the player will then be automatically suspended for the following 18 weeks of play. A hearing may again be requested. Reinstatement after an 18 week suspension can be done by direct appeal to the Executive committee, both in writing and in person before the Executive Committee. This appeal shall be coordinated through the President. The Executive Committee based on the merits of the case may impose additional penalties.**
- b. **Falsification of team rosters or records may result in player suspension, team forfeiture of league games, or team exclusion from playoff contention. The specifics of the penalties will be decided upon by the Executive Committee after examination of the related facts. Badge checks to verify legal status of players may be held at the discretion of the Executive Committee.**
- c. **Any team with forfeitures on 2 or more nights in the same season due to insufficient players present shall be placed on probation. If placed on probation, the team request for franchise the following season will be treated as a new franchise.**
- d. **Shirts are to be worn during the game. Shoes with sharp cleats or metal cleats are not permitted.**
- e. **No drinks are to be allowed on the field of play alcoholic or otherwise.**

IV. FACILITY RULES

Remember that the facility is an antenna range first, and a recreational area second. We have permission to use these fields as long as the use does not impact the technical and aesthetic environment. Adherence to the following rules are essential:

- a. **Put all trash into trash cans. This is important from both a technical and aesthetic point of view.**
- b. **Do not climb any towers and stay clear of any scientific equipment and building.**
- c. **Please supervise your children.**
- d. **To avoid danger of fires, do not park in high grass.**
- e. **Facility usage during weekends is prescheduled. Address any questions regarding use of the fields to the Executive Committee.**
- f. **For reasons of safety to personnel and for preservation of road surfaces, fast or reckless driving on the antenna range will not be tolerated. Violators may be suspended from the league and/or prohibited from entering the grounds. A 15 MPH speed is considered a liberal maximum speed for any vehicle.**

V. Work Parties

- a. **All teams are required to adhere to the official work party schedule they received. Each team is required to send a representative to the work parties for which they were scheduled or be fined fifty (\$50.00) dollars.**
- b. **All team representatives should report by 9:00 AM at the Antenna Range for their scheduled work parties. They should sign the attendance sheet before performing any work or else credit will not be given for attendance. This attendance sheet will be removed at 9:30 AM, therefore, anyone showing up after 9:30 AM will not be given credit for the work party. No excuses will be accepted.**
- c. **The intent of this rule is not to obtain funds, but rather to ensure that all teams share equally the burden of work in preparing the facility for the upcoming season.**

VI. AWARDS

Awards and/or trophies will be provided by the GSPSA to those individuals who have participated in at least one game with a championship team. Additional awards or trophies may be provided at the team's expense.

VII. PROTESTS

- a. All protests should be filed in accordance with the current ASA rules. The official protest must be filed within 48 hours after the scheduled time of the contest. Official protests should contain the following information.**

1. The date, time, and field of the game.
 2. Names of the Umpire(s) and Team Captains.
 3. The Rule and Section of the Official ASAA Rules or GSPSA Rules under which the protest is made.
 4. The decision and conditions surrounding the making of the decision.
 5. All essential facts involved in the matter protested.
- b. All official protests are to be submitted to the Executive Committee through the League Commissioner with a \$20.00 fee. If the protest is upheld, the fee will be returned.

VIII. CONCESSION STAND SUPPORT

- a. All teams are expected to support the concession stand. If we did not include the stand's income as part of our operating budget, the team franchise fee would be greatly increased. Excuses will not be tolerated.
- b. Any team found not supporting the concession stand may incur penalties as deemed appropriate by the Executive Committee.

IX. PLAYOFFS

- a. Playoffs will be scheduled at the discretion of the Executive Committee as soon as possible after the end of the regular season.
- b. The winner of the first half of the season will play the winner of the second half of the season in a best 2 out of 3 series to determine the League Champion.
- c. Each half winner will be determined by win/loss record. In case of ties for a half, the following criteria will be used:
 1. Head to Head win/loss record if still tied, use:
 2. Head to Head run differential is still tied, use:
 3. Total runs allowed in the half if still tied use:
 4. Total run differential in the half.

In the case of three or more way ties: If there still exists a tie between all three or more teams after the first tiebreaker, then the second tiebreaker criteria level applies. If there are one or more teams eliminated from the first tiebreaker round, then the remaining teams shall again go through the first tiebreaker round. If these remaining teams are still tied, then the second tiebreaker criteria shall apply, etc.

- d. For any best of 2 out of 3 series, a coin flip will decide the option to be home or visitor. The loser of the coin flip will have the option of home or visitor for the second game. A coin flip for home or visitor will be done for the third game.**
- e. If any game is interrupted, it will be continued from the point of interruption.**

X. OPEN LEAGUE FRANCHISES

In the event that there are more than 10 teams applying for franchises in the Thursday (6:45) Open-League, the following scale shall be used to determine league slots:

- 1st Priority-Returning non-double up teams;**
- 2nd Priority-New non-double up teams;**
- 3rd Priority-Returning double up teams;**
- 4th Priority-New double up teams;**
- 5th Priority-Returning penalized teams.**

In the event that there are more teams within a priority level than there are slots available, a lottery shall be used to select those teams, from within that priority level, for placement in the league.

XI. RETURNING FRANCHISE PLACEMENT

Before the start of a new season, returning teams may be placed in a different league that the prior season based on the provisions specified in Article VI Section 1 of the GSPSA Constitution. The following team placements will generally occur:

1. Each League's first place team will move to the next higher competitive league (if one exists).
2. A League's last place team, based on overall record, will move to the next lower competitive league (if one exists).

The provisions of Rule IXc. will apply to determine the above teams in the event of ties.

XII. MEMBERSHIP REQUIREMENTS FOR 2000 SEASON

- a. Any individual whose name appeared on a GSPSA team's 1998 or 1999 "official" roster for the 1998 or 1999 season and was validated for the season is eligible to play on a GSPSA team for the 2000 season. A team's official roster is the roster that the GSPSA has in its possession along with any Roster Change Request Forms turned into their respective League Commissioners.
- b. Players included under the Immediate Family Rule for the 2000 season is defined as anyone who is at least 16 years of age, and is either a spouse, parent, child, or sibling of a person eligible to play. This also includes step-parents, step-children, and step-siblings.
- c. Any individual who works for a company that has a contract with NASA/GSFC, NASA/HQ or is a government employee of NOAA will be allowed to participate on a trial basis for the 2000 season.
- d. The GSPSA will allow "external" teams (NOAA, NSA, ARC) to participate on a trial basis for the 2000 season after the initial league placement has been determined and an "initial deposit" has been received from all returning teams.
- e. Any GSPSA player is eligible to play in two (2) 5:30 pm and any number of OPEN leagues for the 2000 season.

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